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Artistic screening

Victor Ostromoukhov, Roger D. Hersch

September 1995 Proceedings of the 22nd annual conference on Computer graphics and interactive techniques SIGGRAPH '95

Publisher: ACM Press

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Keywords: artistic screening, graphic design, halftoning, image reproduction, microlettering

2 Performance OpenGL: platform independent techniques: Performance OpenGL:



platform independent techniques

Bob Kuehne, Tom True, Alan Commike, Dave Shreiner

July 2005 ACM SIGGRAPH 2005 Courses SIGGRAPH '05

Publisher: ACM Press

Full text available: pdf(3.76 MB)

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Performance OpenGL: platform independent techniques or

Tom True, Brad Grantham, Bob Kuehne, Dave Shreiner August 2004 ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04

Publisher: ACM Press

Full text available: pdf(1.03 MB)

Additional Information: full citation, abstract, references

The OpenGL Application Programming Interface (API) is the most widely supported, crossplatform computer-graphics interface available to programmers today. Such broad support of OpenGL across different graphics hardware presents challenges in maximizing performance while still maintaining portability. This course focuses on teaching tools and techniques for the analysis and development of high-performance interactive graphicsapplications. The course begins with an introduction to the stages of t ...

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George S. Carson, William K. Pratt

May 1998 ACM SIGGRAPH Computer Graphics, Volume 32 Issue 2



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